DARK SOULS™
THE BOARD GAME

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*Dark Souls™* series by: BANDAI NAMCO Entertainment Inc.
**Game Concept:** Mat Hart and Rich Loxam
**Game Design:** David Carl, Alex Hall, Mat Hart, Bryce Johnston, Rich Loxam, and Jamie Perkins
**Development Leads:** David Carl and Alex Hall
**Graphic Design & Layout:** Tom Hutchings
**Texture Design:** Alex Cairns
**Lead Writer:** Sherwin Matthews
**Editing:** Darla Kennerud
**Sculpting:** Russ Charles

**Playtesting:** Steve Atkinson, Bill Boysen, James Brannan, Adam Brown, Adam Camp, Jessica Carl, Henry Clark, James Clark, Dan Doré, Vaughn Ferguson, Charles Foster III, Justin Foster, David Gardner, Jason Garvin, Alexander Horn, Ben Josling, Fabian Kerschl, Daniel Knauss, Jen LeGrand, Ann-Marie Manwaring, Phil Manwaring, Brian Palmer, James Philip, Paul Porter, Chris Rutter, Owen Rutter, Werner Schosser, Andrew Sykes, Chris Wills

**Steamforged Games:** Charles Agel, Christine Agel, Philip Andrews, Edward Ball, Gerry Brawley, Eleanor Bridge, Corey Davies, Matt Elliot, Jay Finnegan, Kelsey Fox, Jamie Giblin, James Hasker, Rich Jennings, Ronan Kelly, Mike McGougan, Blake Noden, Byron Orde, Greg Plail, Rob Taylor, Jak Thraves, Adam Tudor, Marc Williams

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# Introduction

*In the beginning, the world was without form, only a colourless place shrouded by fog and bereft of light. What little of this world existed was ruled by the Everlasting Dragons, masters of desolate grey crags and the ancient archtrees. This was the Age of the Ancients, an era that would last for time untold, until the advent of the First Flame.*

*Taking their strength from the Lord Souls found within the Flame, three of the Lords, godlike beings born of the Dark and possessing immeasurable power, did smite the Everlasting Dragons from the skies and destroy their kind. Thus began the Age of Fire, when humanity began to spread throughout the land and both cities and kingdoms were formed and ruled by the Lords. Yet for all their power, the Lords could continue their dominion only for as long as the First Flame burned, and soon it began to wane. Fearing the end of their reign and the growing strength of humanity, the Lords searched desperately for ways to restore the sacred fire.*

*Eventually, the Witch amongst their number was consumed trying to recreate the First Flame and instead gave birth to the Flame of Chaos, beginning a great war with the demons that issued from the corrupted fires. As the silver knights of Gwyn, Lord of Sunlight, were charred black and fell during the conflict, he finally divined that the only way was to sacrifice himself to the First Flame and unnaturally prolong the Age of Fire. He became the first Lord of Cinder and in doing so unleashed the curse of undeath upon humanity, denying them their true ascendance as long as the Age of Fire continued.*

*But even this was to prove only transient, the First Flame waning once again. Since that time, countless other Lords of Cinder have linked the First Flame and prevented the coming of darkness. Each instance has further cursed the world to continue in a torment where the hollowed dead wander amongst the living and ancient creatures exact their wrath upon any foolish enough to stray into their domain. It is in this miserable state that the world has now existed for a thousand years and more, always on the brink of the Age of Dark—despite the best efforts of the agents of the fourth Lord, the Furtive Pygmy.*

*You are the Chosen Undead, Bearers of the Curse. It is now upon you that the fate of this world rests. You must journey across the realms, defeat the many enemies that will confront you, and ultimately choose not only your destiny, but also that of this world. You may be remembered either as Lords of Cinder yourselves, forever joining the Soul of Cinder, or as Ashen Ones, ushering in an Age of Humanity where the curse of undeath is at last lifted—but chaos will ultimately consume all.*

*Dark Souls™: The Board Game* is a cooperative dungeon crawl board game for 1–4 players. To win the game, players must work together tactically to learn how to defeat the enemies before finally confronting the boss. Players will find specific attack patterns and weaknesses of the enemies, but they will have to be careful. If a player's character dies, the game does not end, but starting over comes at a cost. Each time a character falls in combat, the whole party must return to the bonfire, and all enemies reset. Use your resources sparingly, learn quickly, and prepare to die.

# Game Contents

## Characters

- Assassin
- Herald
- Knight
- Warrior

Each character has a miniature, player board, three or four starting equipment cards, and ten class-specific treasure cards (See 'Treasure Deck', p. 9).

*Assassin*

*Herald*

*Knight*

*Warrior*

## Enemies

- 2x Sentinel
- 3x Silver Knight Swordsman
- 3x Silver Knight Greatbowman
- 2x Large Hollow Soldier
- 3x Hollow Soldier
- 3x Crossbow Hollow

Each enemy has a miniature and a data card.

*Sentinel* *Silver Knight Swordsman* *Silver Knight Greatbowman* *Large Hollow Soldier* *Hollow Soldier* *Crossbow Hollow*

# Main Bosses & Mini Bosses

Each main boss and mini boss has a miniature, a Health dial, a boss data card, a deck of behaviour cards, and between two and four treasure cards.

**Main Bosses**
- Dancer of the Boreal Valley
- Dragon Slayer Ornstein & Executioner Smough

**Mini Bosses**
- Boreal Outrider Knight
- Gargoyle
- Titanite Demon
- Winged Knight

*Dancer of the Boreal Valley*

*Dragon Slayer Ornstein & Executioner Smough*

*Boreal Outrider Knight*

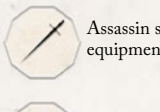
*Gargoyle*

*Titanite Demon*

*Winged Knight*

## Treasure Deck

- 13x Starting Equipment Cards
- 40x Class-Specific Treasure Cards
- 60x Common Treasure Cards
- 10x Legendary Treasure Cards
- 18x Boss Treasure Cards


Assassin starting equipment

Assassin class treasure

Assassin transposed treasure

Common treasure

Boreal Outrider Knight treasure

Herald starting equipment

Herald class treasure

Herald transposed treasure

Legendary treasure

Gargoyle treasure

Knight starting equipment

Knight class treasure

Knight transposed treasure

Dancer of the Boreal Valley treasure

Titanite Demon treasure

Warrior starting equipment

Warrior class treasure

Warrior transposed treasure

Ornstein & Smough treasure

Winged Knight treasure

## Encounter Deck

12x Encounter Level 1 Cards

12x Encounter Level 2 Cards

12x Encounter Level 3 Cards

## Dice

- 5x Black Dice
- 4x Blue Dice
- 2x Orange Dice
- 4x Green Dodge Dice

## Cubes

- 32x Damage Tokens (red cubes)
- 32x Stamina Tokens (black cubes)
- 16x Level Up Tokens (white cubes)

## Character Board Tokens

- 4x Luck Tokens
- 4x Heroic Action Tokens
- 4x Estus Flask Tokens
- 4x Ember Tokens

## Gameplay Tokens

- 1x Aggro Token
- 1x First Activation Token
- 6x 1 Wound Tokens
- 3x 3 Wound Tokens
- 1x 5 Wound Tokens
- 10x 1 Soul Tokens
- 5x 3 Souls Tokens
- 3x 5 Souls Tokens
- 1x 8 Souls Token
- 1x Spark Dial

## Condition Tokens

- 5x Bleed Condition Tokens
- 5x Poison Condition Tokens
- 5x Frostbite Condition Tokens
- 5x Stagger Condition Tokens

## Terrain & Board Elements

- 1x Fog Gate Token
- 4x Treasure Chest Tokens
- 5x Gravestone Tokens
- 8x Barrel Tokens
- 20x Trap Tokens

## Board Tiles

1x Bonfire Tile

1x Main Boss Tile

6x Exploration Tiles

1x Mini Boss Tile

# Setup

## Initial Setup

*Dark Souls™: The Board Game* is a game of exploration and advancement that culminates in epic boss battles. Players set up the game for initial exploration leading up to an encounter with a mini boss. They then need to reset certain elements of the game at the midpoint. After additional exploration, they face the final encounter with a main boss.

### 1. Tile Setup

Place the Bonfire tile on the table and set the Mini Boss tile and Main Boss tile off to the side. Shuffle the remaining six tiles and lay out four of the tiles around the Bonfire tile in any way you wish, aligning their doorways as you go. Take the Fog Gate token and place it on an empty portion of a wall on the tile farthest from the Bonfire tile (or a tile tied for farthest from the Bonfire tile). Place the remaining two tiles back in the box.

### 2. Bonfire Sparks

The bonfire has a limited number of sparks based on the number of players. Place the spark dial on the Bonfire tile with the dial displaying the correct number from the table below. When the players are defeated in an encounter (p. 19) or choose to rest at the bonfire (p. 15), turn the dial down one number. Once the dial reads 0, the characters can no longer rest there, and the next time a character is killed, the game is lost.

| | |
|---|---|
| 1 Player | 5 Sparks |
| 2 Players | 4 Sparks |
| 3 Players | 3 Sparks |
| 4 Players | 2 Sparks |

### 3. Boss Selection

Choose the mini boss the players would like to fight. Then find that boss's model, Health dial, boss data card, behaviour cards, and boss treasure cards and set them aside. These game elements will be used when the players reach the mini boss encounter.

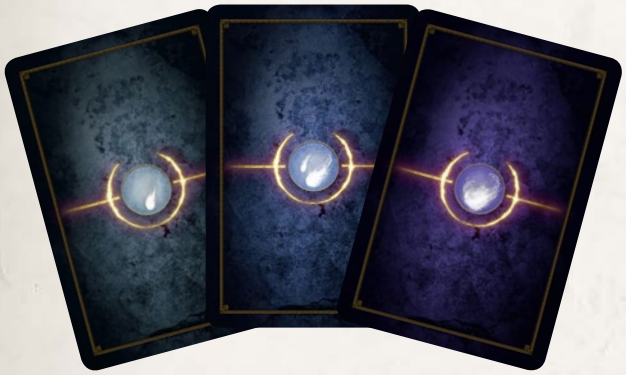
## 4. Encounter Cards

The enemies the characters encounter on each tile are based on the encounter cards. Separate the encounter cards by difficulty level and shuffle each pile. Look at the boss data card to see the difficulty level of each encounter leading up to that boss. Take random encounter cards of the difficulty levels matching those found on the boss data card. Place one encounter card face down on each tile. Place the lower-level encounter cards near the Bonfire tile and the higher-level encounter cards farther from the Bonfire tile.

Encounter Level 1

Encounter Level 2

Encounter Level 3



## 5. Characters

Each player should select one character and take the model, character board, and starting equipment cards associated with that character. Place the armour card on the character board's armour slot and the other cards in the hand slots and/or backup slot. Place one Estus Flask token, one Heroic Action token, and one Luck token on each character board. Place each selected character model on the Bonfire tile. Collectively, the characters are known as the **party**.

Place one Level Up token in each square hole for the Base level of Strength, Dexterity, Intelligence, and Faith (four cubes per character).

## 6. Treasure Deck

Find the common treasure cards and each chosen character's five class treasure cards. Shuffle them together to form the treasure deck, and place it face down on the Treasure Deck section of the Bonfire tile.

For example, in a two player game using the Assassin and Knight, you would find all the cards with the icons shown above to create your Treasure Deck.

## 7. Tokens

Separate all remaining tokens by token type, and place them within easy reach of all players.

# Setup After the Mini Boss

After the characters defate the mini boss, perform setup steps 1 and 2 again as detailed above. In step 3, select a main boss instead of a mini boss, and find the game elements for this new boss fight. Perform step 4 for the main boss's encounters, and skip over step 5 since the characters are well on their way!

Instead of setting up the treasure deck in step 6, you will add treasure to the deck. Find the five transposed treasure cards for each character. Then find the legendary weapon cards, shuffle those, and randomly select five of them. Add the transposed treasure cards (five per player) and the five selected legendary weapon cards to the treasure deck and shuffle it. From now on, the characters have a chance to gain these more advanced items when they draw a card from the treasure deck.

# Tiles and Nodes

## The Basics

The action in *Dark Souls™: The Board Game* takes place on the game's **tiles**. All tiles have one or more **doorways**. Doorways allow characters to travel between tiles.

Every tile except for the Bonfire tile has a number of circular symbols on it. These symbols, called nodes, are used for setup and movement during encounters (p. 19) and take the place of game board spaces used in other board games. Each node is one of three types: basic, spawn, or terrain.

**Basic nodes** are the most common type of node. All basic nodes that are adjacent to doorways are **entry nodes** as well as being basic nodes. Entry nodes are where characters are placed when they enter the tile.

**Spawn nodes** are where enemy models are placed at the start of an encounter.

**Terrain nodes** are where terrain features are placed at the start of an encounter.

The **mini boss spawn node** is where the mini boss is placed at the start of the mini boss encounter (mini boss tile only).

The **main boss spawn node** is where the main boss is placed at the start of the main boss encounter (main boss tile only).

## Node Movement

While in an encounter, each model must be on one of these nodes. When a model moves, move it from its current node to an **adjacent node**. An adjacent node is any node located directly next to the model's current node – horizontally, vertically, or diagonally.

## Range

Attacks and effects have a maximum range that is counted from one model to another model, whether friendly or enemy. Range 0 (0) means the models must be on the same node. Range 1 (1) means the models must be on adjacent nodes (or closer). Range 2 (2) means the models can be up to two nodes apart, and so on. Range ∞ (infinity) (∞) indicates unlimited range and can affect any model in the encounter.

## Node Model Limits

Multiple models can share the same node, even if it's tough to fit them on the node. So long as the players understand which models are on which nodes, they can overlap or spread out the models a bit as needed. Nodes do have a **model limit**, however. Only three models can share a node at the same time, regardless of how many are friendly or enemy models. If there are already three models on a node and another model moves onto that node, the players must push one of the three models already on the node (p. 21).

The exception to this rule is that nodes also have a **boss limit**. Only one boss model can ever be on a node. If a boss model moves onto a node that already contains a boss, the players must push the boss that was on the node first.

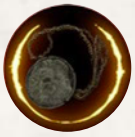
*All green highlighted nodes are adjacent to the Herald character.*

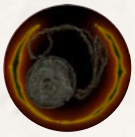
# Characters

## Character Boards

The character board for each character includes all the information specific to that character's class:

1. Name
2. Illustration
3. Heroic Action
4. Equipment Slots
5. Endurance Bar
6. Stat Progression
7. Taunt Level
8. Heroic Action Token Slot
9. Luck Token Slot
10. Estus Flask Token Slot
11. Ember Token Slot





Each class's **Heroic Action** is a special limited-use ability that can be used during encounters. When it is used, flip the character's Heroic Action token from the ready side to the used side. It cannot be used again until it is flipped back to the ready side. At the start of the game and each time the characters rest at the bonfire, flip all characters' Heroic Action tokens to the ready side.

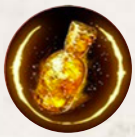
The **equipment slots** hold the character's weapons and armour (p. 12).

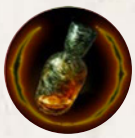
The **endurance bar** is used during encounters to determine how much Stamina the character can use and when that character dies in battle (see 'Encounters', p. 19).

The **stat progression** area lists the Base stats for the character as well as the upgrade tiers for those stats. Each character has four stats they can upgrade: Strength, Dexterity, Intelligence, and Faith. A character's stats determine the weapons and armour that character can use, based on the item's minimum stat requirements. Over the course of the game, characters can increase their stats, allowing them to equip the more powerful items they discover (see 'The Firekeeper', p. 15).

A character's **taunt level** is used when determining which character an enemy model will attack (see 'Encounters', p. 19).

## Estus Flask Tokens





Each character has one Estus Flask, represented by an Estus Flask token. One side of the token shows a full Estus Flask, and the other shows an empty Estus Flask. At the start of the game, the Estus Flask is full. During a character's activation, they may use the Estus Flask to remove all black and red cubes from their endurance bar (p. 20). Once used, the Estus Flask token is flipped to empty and cannot be used again until the Estus Flask is refilled. All Estus Flasks are refilled when the party rests at the bonfire.

## Luck Tokens

Each character has one Luck token. At the start of the game, the Luck token is ready. Any character may flip their Luck token to the used side to reroll one die in their attack, block, or dodge roll. While it is on the used side, the Luck token cannot be used again. All Luck tokens are flipped to the ready side when the party rests at the bonfire.

# Equipment

## Equipment Cards

Equipment governs a character's combat capabilities. Characters begin the game with basic equipment but will find better equipment as the game progresses. Each equipment card includes the following information.

1. Name
2. Illustration
3. Actions
4. Card Type
5. Equipment Slot
6. Range
7. Stat Requirements
8. Block
9. Resist
10. Dodge
11. Upgrade Slots
12. Set Symbol

An equipment card's **actions** represent an attack or special effect used during an encounter (see 'Character Attacks', p. 22).

Each equipment card has a card type with one of several icons designating that card as starting equipment, common treasure, class treasure, etc. (see 'Treasure Deck', p. 9).

While equipped, an item takes up an **equipment slot** on the character board. Armour cards go into the armour slot. One-handed weapon cards go into either the left-hand slot or the right-hand slot. Two-handed weapon cards go into either the left-hand slot or the right hand slot *and* require the other slot to be empty. A character can hold up to three weapon cards at a time; all of these weapon cards that are not in hand slots go into the backup slot, which is the only slot that can hold more than one weapon. Weapons in the backup slot provide additional options during encounters (see 'Character Activations', p. 22).

An equipment card's **range** determines the base range from which it can attack enemies or assist allies. Note that actions on some equipment cards specify a different range than that equipment card's base range.

Equipment cards have **stat requirements** that must be met (or exceeded) for a character to use that equipment card.

An equipment card's **Block**, **Resist**, and **Dodge** values help protect the character from damage during encounters (see 'Enemy Attacks', p. 25).

The **upgrade slots** determine how many times the equipment card can be upgraded at Blacksmith Andre (p. 14), and the **set symbol** shows which *Dark Souls™: The Board Game* set the equipment card came from.

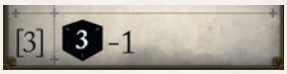
## Upgrade Cards

Upgrades are a type of equipment card that enhance other equipment cards rather than benefiting the character directly. Each weapon and armour equipment card has a slot showing whether that item can hold zero, one, or two upgrades. When an item is upgraded, place the upgrade card beneath the item so that the upgrade's rules are visible. (see 'Blacksmith Andre', p. 14).

Weapon upgrades provide bonuses to weapon cards, and armour upgrades provide bonuses to armour cards.

## Equipment Modifiers

Some equipment cards have dice modifiers that add a fixed value to the die roll or subtract a fixed value from the die roll.




For example: The 3 Stamina attack on the Estoc is shown above. This attack would use three black dice and subtract 1 from the total rolled. If a player rolls a 2, a 1, and a blank on the dice, the final result is 2 damage (3 on the dice roll – 1 for the modifier).

## Embers

When the players find an Ember card in the treasure deck, place an Ember token on the character board of one of the characters. While a character has an Ember token, if that character suffers 3 or more damage from an attack, reduce the damage by 1. When the party is defeated in an encounter and forced to rest at the bonfire, discard all Ember tokens.

A character can never have more than one Ember token. In the rare case that the players find an Ember card in the treasure deck when all characters already have an Ember token, shuffle the Ember card into the treasure deck and draw a new treasure card to replace it (without spending an additional soul).

# The Bonfire Tile

## Home Base

The Bonfire tile serves as the base of operations for the party's exploration, and the characters may return to it at any time they are not in an encounter. The Bonfire tile does not have nodes, because it is never the location for an encounter, but it does contain numerous important features.

1. Bonfire
2. Treasure Deck
3. Inventory
4. Soul Cache
5. Blacksmith Andre
6. The Firekeeper

The **bonfire** is the primary feature of the Bonfire tile and holds the party's spark dial.

The Bonfire tile has room for the **treasure deck** as well as a place for players to keep their equipment cards that are not currently in use. The spare treasure pile is the party's **inventory**.

Another important party resource on the Bonfire tile is the **soul cache**. Souls are the currency of *Dark Souls™: The Board Game* and are used in numerous ways when interacting with the non-player characters, **Blacksmith Andre** and **the Firekeeper**. The soul cache usually starts with 0 soul tokens, but in a game with just one player, the soul cache starts with 16 soul tokens instead. It's dangerous to go alone, so purchase some treasure and level up your character a bit before facing the dangers that await.

# Blacksmith Andre

When the party returns to the bonfire between encounters, they may visit Blacksmith Andre to **purchase treasure**, **change equipment**, and **upgrade equipment**.

To **purchase treasure**, remove 1 soul from the soul cache. Draw the top card from the treasure deck and reveal it. Any character who meets the stat requirements may equip the item if they wish. If no character equips the item, place it in the inventory. The only limit to the number of times players may purchase treasure is the number of souls in the soul cache.

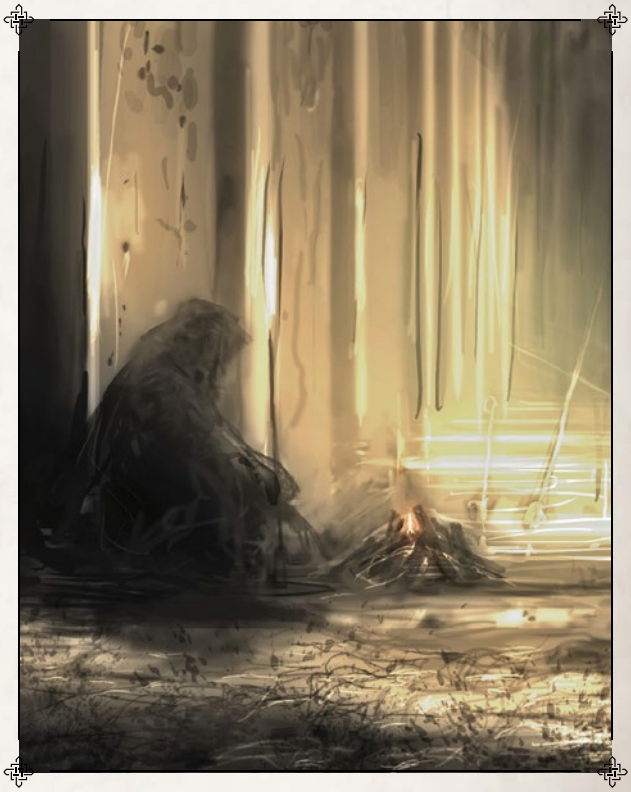
Characters can **change equipment** only when they visit Blacksmith Andre. To change equipment, a player can move any weapon or armour cards from their character board to the inventory and move any weapon or armour cards from the inventory to their character board provided they meet the stat requirements. A character can hold only one armour card (in the armour slot) and up to three weapon cards (in the hand and backup slots) at a time.

Blacksmith Andre can also **upgrade equipment** for the party. Upgrading weapons and armor does not have a soul cost.

- Armour upgrades can be freely added to armour cards or removed from armour cards.
- Weapon upgrades can be added to weapon cards, but they cannot be removed from the weapon later. Because this is a permanent choice, players need to carefully consider where to use their weapon upgrades. When an upgraded weapon is placed in the inventory, players may wish to turn the cards to the side to make it easy to track attached upgrades within the pile of spare cards. Additionally, when a character equips an upgraded weapon from the inventory, be sure to check that they meet the upgrade's stat requirements as well as the weapon's stat requirements.

*This Morning Star has been upgraded with a Titanite Shard, giving its attacks +1 damage. As it has only one upgrade slot, this weapon cannot be upgraded again. Furthermore, the Titanite Shard cannot ever be removed.*

*This Sunless Armour has been upgraded with a Chloranthy Ring, helping characters on the same node gain extra stamina every turn. As it is an armour upgrade, the Chloranthy Ring can be freely removed or added to different armour. Sunless Armour has two upgrade slots, so you could also add a second upgrade card if you find one.*



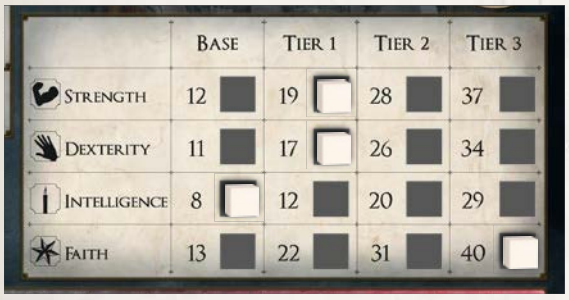
# The Firekeeper

The party may visit the Firekeeper to **level up** and **restore luck**.

To **level up**, a character must spend souls to increase one of their stats. To increase a Base stat to Tier 1 costs 2 souls, to increase a Tier 1 stat to Tier 2 costs 4 souls, and to increase a Tier 2 stat to Tier 3 costs 8 souls. Each stat is upgraded individually, and each character levels up individually. Players should work together to determine which characters should level up based on the equipment cards they have drawn.

| | |
|---|---|
| Base to Tier 1 | 2 Souls |
| Tier 1 to Tier 2 | 4 Souls |
| Tier 2 to Tier 3 | 8 Souls |

Characters can also **restore luck** at the Firekeeper. A character must spend 1 soul to flip their Luck token to the ready side.




*This character has leveled up their Strength and Dexterity to Tier 1 (at a cost of 2 souls each) and their Faith to Tier 3 (at a cost of 2 + 4 + 8 = 14 souls). In total, this character has spent 18 souls over the course of the game so far.*

# Resting at the Bonfire

When the party is defeated in an encounter, the characters must rest at the bonfire. The party may also choose to rest at the bonfire any time they are on the Bonfire tile. Resting at the bonfire restores many of the characters' limited resources, but it also resets the encounter cards. This means the players will have to fight the enemies from those encounters all over again… but it also means they can collect additional souls from those encounters!

When the party rests at the bonfire, the following effects occur:

1. Turn the spark dial down one number.
2. Flip all Estus Flask tokens to the filled side.
3. Flip all Heroic Action tokens to the ready side.
4. Flip all Luck tokens to the ready side.
5. Turn all encounter cards face down.

When the players set up the tiles again after defeating a mini boss, place the characters on the Bonfire tile. They rest at the bonfire (without using a spark) before continuing their journey.

# Exploration

## Into the Dungeon

Players win a game of *Dark Souls™: The Board Game* when the party defeats the main boss. Their initial equipment will be insufficient to get them there, however, so they'll need to explore the game tiles, gaining souls to purchase treasure and level up. They'll want to rest at the bonfire along the way, and they're sure to find themselves sent back to the bonfire in defeat from time to time. Until their sparks are exhausted, however, they'll still have a chance to enhance their party in the hopes of winning in the end.

The party moves from tile to tile through the doorways. When the party enters a new tile, flip the encounter card on that tile face up. This marks the beginning of an **encounter** (p. 19). The party can freely move through tiles that already have their encounter cards face up.

## The Fog Gate

After the party defeats the encounter on the tile with the Fog Gate token, the party may enter the boss encounter or continue exploring tiles. If they continue exploring, they may enter the boss encounter at any time they are not in an encounter. If they rest at the bonfire, however, the encounter on that tile will be reset, and they will need to fight their way back to the Fog Gate.

Boss encounters work much the same way as other encounters but have a few additional rules specific to boss movement and behaviour (p. 26).

# Encounter Setup

## Encounter Cards

Encounter cards give all of the information necessary to set up an encounter. Each encounter card includes the following information:

1. Name
2. Enemy Spawn
3. Terrain Spawn
4. Trap Icons
5. Difficulty Level
6. Set Symbol

Place the indicated model quantities and types on the spawn nodes based on the enemy spawn information. Most encounters have one or more models on each spawn node, but some have enemies on just a single node. Find the enemy data cards for each type of enemy in the encounter.

Place the indicated terrain tokens on the terrain nodes based on the terrain spawn information (see below).

If the card includes the Trap icons, the encounter will have trap tokens as well as enemies and terrain (see 'Trap Tokens', p. 18).

The difficulty of each encounter is indicated by the encounter's difficulty level (Level 1, 2, or 3). The higher the difficulty level, the more challenging the encounter will be. Players should purchase and equip new treasure before attempting to defeat more difficult encounters.

## Terrain

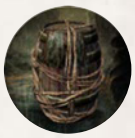
Terrain features are tokens placed on terrain nodes. Each terrain feature takes up a single node. Terrain features come in the following types.

### Gravestones

Gravestones block movement. At the start of a boss encounter, the party gains information about the boss for each gravestone ("Starting a Boss Encounter" on page 28).

### Barrels

Barrel tokens should be placed with the barrel side face up and the destroyed barrel side face down. Barrels block movement and pushes, but they can be destroyed by characters. A character can walk, run, or dodge onto a node with a barrel but must spend 1 additional Stamina to do so. When they do, flip the barrel token to the destroyed barrel side, indicating that it no longer blocks movement and pushes. At the end of an encounter, flip all barrel tokens back to the barrel side in case the players face this encounter again.



### Chests

Chest tokens should be placed with the closed chest side face up and the opened chest side face down. Chests block movement. If the party defeats the encounter, they can open the chest by flipping the token to the opened chest side and immediately drawing two cards from the treasure deck. Characters who meet the stat requirements may immediately equip the revealed items. Items the players do not equip go to the inventory. Once opened, chests are never flipped back to closed (even after the party rests at the bonfire).

# Trap Tokens

If the encounter card has Trap icons, place all twenty trap tokens face down and mix them thoroughly. Place one facedown trap token on each basic node of the tile, excluding any basic nodes that are along a wall that has a doorway. The first time a character moves onto a node with a face down trap token, flip the trap token over. If the token is blank, nothing happens. Otherwise, the character must suffer the damage or attempt to dodge (p. 22). A trap's damage cannot be blocked. Traps cannot be reset during an encounter and will not trigger again during that encounter. At the end of the encounter, flip all trap tokens face down, but do not move them off their nodes. Trap tokens have no effect on enemies and cannot be triggered by them.

# Encounter Setup Example

The party moves into this tile from the doorway on the bottom edge.

The encounter card revealed is The Forgotten, showing two Hollow Soldiers placed on the top left spawn node, a Silver Knight Greatbowman on the spawn node to the lower right, and a barrel token on the lower left terrain node.

The encounter is also trapped, meaning that trap tokens are placed on the four basic nodes that are not adjacent to the bottom or right walls (as they have doorways).

Finally, place the player characters on any node along the bottom edge of the tile.

# Encounters

## The Basics

Once you've set up the enemies, terrain, and traps, place the character models on the entry nodes beside the door aligned with the tile the party moved from. Remember that a node cannot contain more than three models.

Next, choose which character led the way into the encounter and place the Aggro token on that character's model.
Then the battle begins!

## Activating Models

During an encounter, enemy models and characters take turns activating, starting with the enemy models. Enemy models activate all together, but only one character activates during each character activation. In a game with the Knight, Warrior, and Herald, for example, the activation order could be:

1. All enemies activate.
2. **Knight activates.**
3. All enemies activate.
4. **Warrior activates.**
5. All enemies activate.
6. **Herald activates.**

The activation order would then return to the beginning. During the very first character activation, the players can activate the character of their choice. From then on, the order in which characters activate goes clockwise around the table. When a new encounter begins, the first character to activate is the character who would have activated next in turn order when the previous encounter ended.

See 'Character Activations' on p. 22 and 'Enemy Activations' on p. 24 for additional information.

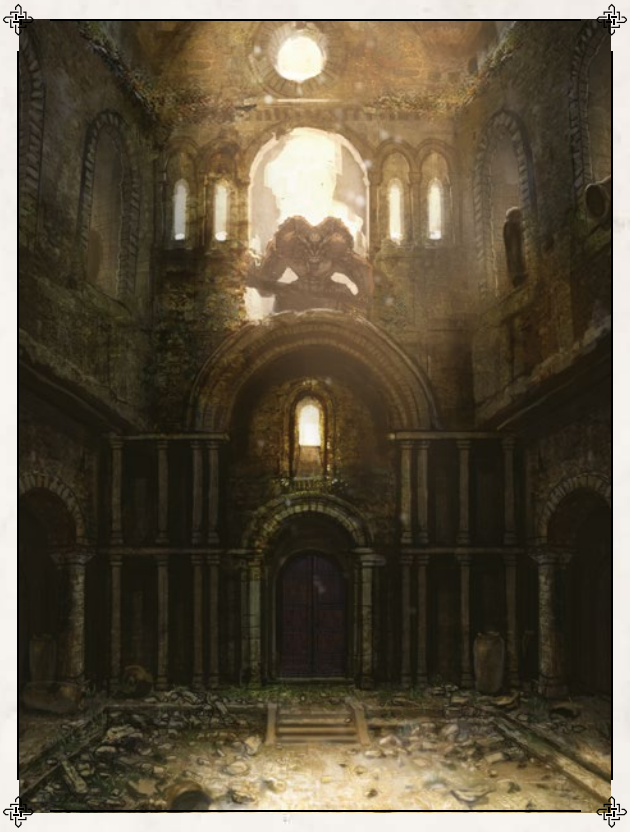
## Ending an Encounter

If the party defeats all the enemies and no characters are killed, the party wins. Remove all black and red cubes from the characters' endurance bars (p. 20). Then:

- If the encounter *is not* a boss encounter, add 2 souls per character to the soul cache.
- If the encounter *is* a boss encounter, add 1 soul per character to the soul cache for each spark remaining on the bonfire.

If any character is killed, the party is defeated. When the party is defeated, place all characters on the Bonfire tile and place all soul tokens from the soul cache on the node where the character was killed. The party must now rest at the bonfire (p. 15). To retrieve souls from a node, one character must move onto the node where the souls were dropped. If a character dies before these souls are retrieved, the souls are discarded. Once the party has entered an encounter, it cannot leave the encounter until either the party or the encounter is defeated.

No matter whether the encounter ends in victory or defeat, give the First Activation token to the player who is next in turn order after the last player who activated their character. The player with the First Activation token will activate their character first in the next encounter.



# Combat Basics

## Target versus Hit

When a character or an enemy makes an attack, the model that must defend against the attack is the attack's **target**. Most attacks have just a single target. Others target all opposing models on a single node, and some boss attacks can even target all opposing models on *multiple* nodes (see 'Boss Attacks', p. 29). Characters never target other characters, and enemies never target other enemies.

A character is **hit** by an attack even if the attack deals 0 damage due to the target's Block or Resist value. They could still be pushed or suffer a condition as explained below. If a character is able to dodge the attack, however, they are *not* hit by the attack.

## The Endurance Bar

The endurance bar at the bottom of the character board is used to track the character's **Stamina** and **Health**. When a character **spends Stamina**, add one black cube to the endurance bar per each 1 Stamina spent. Begin at the left and place one cube in each box. When a character **suffers damage**, add one red cube to the endurance bar per point of damage suffered. Boxes that are not covered represent the character's remaining capacity to spend Stamina or suffer damage.

If all ten of a character's endurance bar boxes have cubes, that character has been killed and the party is immediately defeated.

When characters gain Stamina or Health, remove that many black cubes (for Stamina) or red cubes (for Health) from the endurance bar. If a character has no cubes to remove, gaining additional Stamina or Health has no effect.

*3 Stamina spent, with the boxes filled from left to right*

*3 damage taken, with the boxes filled from right to left*

## Enemy Data Cards

Each enemy type in the game has a data card breaking down how it works in the game. Enemy data cards give the information necessary to activate that enemy or to resolve a character's attack against it. Each enemy data card includes the following information:

1. Name
2. Threat Level
3. Attack Range
4. Dodge Difficulty
5. Block and Resist Values
6. Behaviour Icons
7. Starting Health
8. Enemy Icon
9. Set Symbol

An enemy's **threat level** determines the order in which it activates in combat (see 'Enemy Activations', p. 24).

The **attack range** is the maximum range at which the enemy model can attack characters, and its **dodge difficulty** determines how hard it is for characters to dodge the attack (see 'Enemy Attacks', p. 25).

The enemy's **Block** value reduces the damage it suffers from physical attacks, and its **Resist** value reduces the damage it suffers from magical attacks.

The **behaviour icons** are the heart of any enemy. They determine how the enemy behaves each time it activates (p. 24).

An enemy's **starting Health** is how much damage the enemy can suffer before being defeated. When an enemy suffers damage, place one **wound token** beside that enemy for each point of damage. Once an enemy model has suffered damage equal to (or exceeding) its Starting Health, it is removed from the tile.

# Pushing

*Dark Souls™: The Board Game* is a game of dynamic movement. Moving and attacking will frequently push a model from the node it is on to an adjacent node. **Push movement does *not* cost Stamina**.

Boss models cannot be pushed by a character's movement or attack. The only way a boss model can be pushed is if another boss model moves onto its node in a boss encounter with multiple boss models (see 'Node Model Limits', p. 10).

If the Push icon appears on an attack, the model (or models) hit by the attack are pushed. The pushed model or models are moved onto an adjacent node that is farther from the attacking model. If there are multiple nodes farther from the attacking model, the players choose the node.

If the Push icon appears on an enemy's movement, immediately move each character on that enemy's node onto an adjacent node chosen by the players. Each time the enemy moves onto a node, move each character on *that* node onto an adjacent node chosen by the players. When an enemy pushes through two or three nodes at once, it can result in a very dynamic portion of the battle!

# Conditions

Some attacks inflict conditions on their target. When an attack has a condition icon, place the corresponding condition token on the model (or models) hit by that attack. A model can have only one of each condition token. (For example, a model could be affected by a Bleed token and a Poison token at the same time, but it could not have two Bleed tokens.) When a model ends its activation, remove any poison, frostbite, or stagger tokens from that model. Additionally, if any models have condition tokens at the end of an encounter, remove those condition tokens as well.

## Bleed

When a model that has a Bleed token suffers damage, it suffers 2 additional damage. Then remove the Bleed token.

## Poison

At the end of a model's activation, if it has a Poison token, it suffers 1 damage.

## Frostbite

A character with a Frostbite token must spend 1 additional Stamina each time it walks, runs, or dodges. An enemy with a Frostbite token has the movement value on its Move icons reduced by 1.

## Stagger

A character with a stagger token must spend 1 additional stamina to use their weapons' actions. An enemy with a Stagger token has the damage values on its attack icons reduced by 1.

# Character Activations

## Overview

When a character starts their activation:

- They gain 2 Stamina.
- They gain the Aggro token.
- They may swap items between their backup slot and hand slots (see 'Equipment Cards', p. 12).

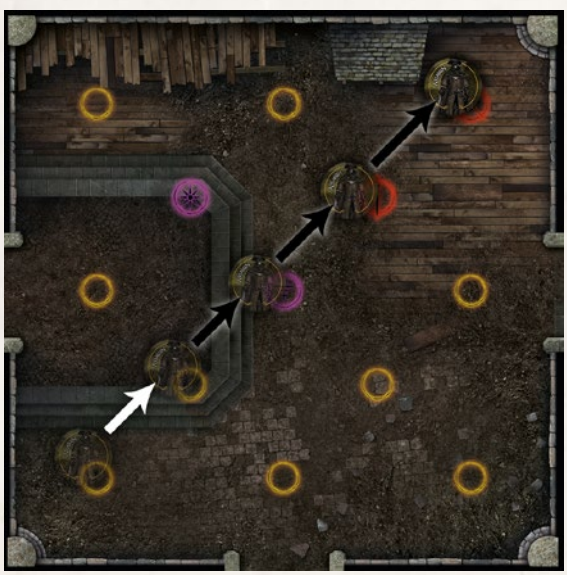
Then the character can move and attack. Then their activation ends, and it's time for the next enemy activation.

## Character Movement

During an activation, a character may move before attacking or after attacking (but not both). Characters have three methods of moving from node to node during an encounter. They are:

- **Walk** (0 Stamina) – Once per activation, a character may move 1 node without spending Stamina.
- **Run** (1 Stamina) – Any number of times per activation, a character may move 1 node.
- **Dodge** (1 Stamina) – During an enemy's activation, when a character is attacked by the enemy, the character may move 1 node and roll to dodge (see 'Enemy Attacks', p. 25).

*Example of a movement using a walk and three runs. This movement costs 3 Stamina.*



## Character Attacks

During an activation, a character can make up to one attack with each weapon they are holding in their hand slots. To make an attack, the character targets an enemy within range of one of their weapons. They choose one of that weapon's attack options and spend Stamina equal to the Stamina cost of that attack. Then they roll dice matching the quantity and colour of those shown on the chosen attack. Each pip that comes up on the rolled die represents 1 damage.

*The Shortsword has two attack options. For 0 Stamina, roll two black dice. For 2 Stamina, roll three black dice.*

In general, weapons cause **physical damage**, and players will subtract the target's Block value from the damage total. Spells or elemental weapons cause **magical damage** instead, so players will subtract the target's Resist value from the damage total. In either case, the enemy suffers the resulting damage. If the enemy's Block or Resist value equals (or exceeds) the damage total, the enemy suffers 0 damage. Place a number of wound tokens beside the enemy model equal to the damage it suffered. If the total number of wound tokens on the enemy equals or exceeds its Health, it is destroyed. Remove the model and the wound tokens from the tile.

Though many weapons simply deal damage, some have special abilities explained in text on their cards or with icons. This includes the Magical Damage icon explained above, the condition icons (p. 21), and the following weapon icons.

Some weapon options specify a range that is different from the weapon's standard range listed on the equipment card. An option-specific range replaces the weapon's range for that attack.

When a character makes an attack with the **Shift icon**, they may move up to the number of nodes shown. Shift icons that appear before the dice icons allow a character to move before rolling the dice. Those that appear after the dice allow the character to move after rolling the dice. Movement from Shift icons costs 0 Stamina and does not replace the character's options to walk and run during their activation.

Attacks with the **Node icon** can target all enemies on a single node within range instead of targeting just one enemy. Make the attack roll once, and compare it to the Block or Resist value of each enemy on the node.

Bows and polearms are difficult to use effectively at short range. Weapons with the **Shaft icon** cannot be used against targets at Range 0.

The **Repeat icon** allows the character to use that entire weapon option the number of times indicated in the circle. This represents such effects as combination attacks with a melee weapon or rapidly firing bolts from a repeating crossbow.

*The Dragonslayer Spear has three attack options.*

*For 0 Stamina, roll one black die and one blue die; this attack causes magical damage and may not be used against enemies at Range 0.*

*For 4 Stamina, roll one black die and two blue dice; this attack causes magical damage and may not be used against enemies at Range 0.*

*Also for 4 Stamina, roll two blue dice; this attack causes magical damage and may not be used against enemies at range 0, but can be used at up to range 4.*

# Enemy Activations

## Overview

All enemy models activate during each enemy activation. The order they activate is determined by their threat level, beginning with the highest threat and ending with the model with the lowest threat. For enemies with equal threat levels, players choose the order in which the enemies activate.

Non-boss enemies follow the behaviour icons on their data cards. Bosses follow the icons on their behaviour cards instead (see 'Boss Activations', p. 29). All behaviour icons are resolved from left to right. An enemy's behaviour can be as simple as making one attack or can have multiple moves and/or attacks.

*Move 1 node towards the nearest character, pushing characters and inflicting 5 damage.*

*Move 1 node away from the character with the Aggro token.*

*Move 2 nodes towards the nearest character, pushing characters it passes through.*

## Enemy Movement

The enemy Movement icon ✣ shows how an enemy model will move. Various smaller icons can appear around the Movement icon, modifying how the enemy moves. This allows different enemies to move towards or away from characters in different patterns and at different speeds. Pay attention to each enemy's movement to know where they will strike next!

When an enemy model is moving *towards* another model, it will stop moving when it is on the same node as its target. When an enemy model is moving *away from* another model, it will stop moving when there are no nodes farther from its target (which usually only happens when the enemy has backed into a corner).

When two different nodes would take an enemy closer to where it is trying to go, the players can choose which node the enemy enters.

The enemy moves the indicated number of nodes *closer to* the character with the Aggro token.

The enemy moves the indicated number of nodes *farther from* the character with the Aggro token.

The enemy moves the stated number of nodes *closer to* the **nearest** character. If two or more characters are tied for being nearest, the enemy moves towards the character with the Aggro token. If the model with the Aggro token is not tied for being the nearest, the enemy moves towards the character with the higher Taunt level. If the enemy movement covers multiple nodes, determine the nearest character at the start of the movement, not at each step.

The enemy moves the stated number of nodes *farther from* the nearest character. If two or more characters are tied for being nearest, the enemy moves farther from the character with the Aggro token. If the model with the Aggro token is not tied for being the nearest, the enemy moves farther from the character with the higher Taunt level. If the enemy movement covers multiple nodes, determine the nearest character at the start of the movement, not at each step.

If the Movement icon includes the Push icon, the enemy's movement pushes characters out of its way (p. 21).

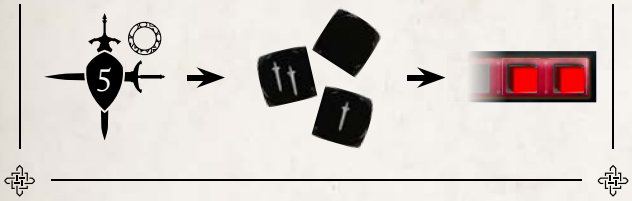
If the Push icon includes a number, characters pushed out of the way suffer that amount of damage during the push (see 'Enemy Attacks', p. 25).

# Enemy Attacks

There are two different types of enemy attack icons. Physical attacks causes physical damage, while magical attacks cause magical damage. As with movement, various smaller icons can appear around the attack icons, modifying how the enemy attacks.

For character attacks, players roll the dice and compare the roll total to the enemy's Block or Resist values. For enemy attacks, the attack damage is fixed, and the player can roll to determine how much to subtract from the damage. For both attack types, the dice rolled depend on the Block or Resist icons on the character's equipped items (those in the character's armour and hand slots). Armour typically provides the greatest Block and Resist values, but shields and even weapons sometimes do their part. To make a block or resist roll:

1. Look at the enemy's attack to determine its strength and whether it is physical or magical.
2. Gather dice equal to the symbols shown in the character's equipped items' Block icon (for physical damage) or Resist icon (for magical damage).
3. Roll the dice and add them together.
4. Subtract the rolled total from the attack strength.
5. If the roll equals or exceeds the attack value, the character suffers 0 damage. Otherwise, the character suffers the resulting damage.




Any time a character is targeted by an attack, they may attempt to **dodge** the attack. Dodging is an all-or-nothing chance to avoid damage that *replaces* the Block or Resist roll. The choice whether to reduce the damage with Block or Resist or attempt to avoid it entirely with Dodge is an important one. The right choice depends on the character's equipped items as well as their current Health and Stamina. A successful dodge also means a character is not hit by the attack (so they will not be pushed or suffer conditions from that attack). To make a dodge roll:

1. Look at the enemy data card (or the boss's behaviour card) to determine the dodge difficulty of the attack.
2. The character must spend 1 Stamina and can move 1 node.
3. Gather dice equal to the symbols shown in the equipped items' Dodge.
4. Roll the dice.
5. If the number of Dodge icons rolled equals or exceeds the dodge difficulty, the character suffers 0 damage. Otherwise, they are hit by the attack and suffer its *full* damage.

The attack targets the character with the Aggro token. If that character is not within range of the attack, it misses and has no effect.

The attack targets the nearest character. If two or more characters are tied as nearest, the enemy attacks the character with the Aggro token. If the model with the Aggro token is not tied for being the nearest, the attack targets the character with the higher Taunt level. If there are no characters within range of the attack, it misses and has no effect.

If the attack includes the Push icon, any character hit by the attack is pushed (p. 21) after the roll is resolved.

If the attack includes the Node icon, it targets all characters in one node. This can be either the node of the nearest character or the node of the character with the Aggro token. All characters on the node are targeted by the attack, and each character must separately roll Block, Resist, or Dodge. If the node is out of range, the attack misses and has no effect.

Some movement behaviours include an attack of their own. Movement attacks cause physical damage that characters can oppose with a block or dodge roll as usual. This attack targets all characters on *each* node the enemy moves into. (Note that it does *not* target characters on the node on which the enemy started.) If an enemy moves 2 or more nodes, this can even result in the same character being attacked multiple times as the enemy tramples and smashes its way through its hapless victim.

*Attacks all characters on the node of the nearest character for 5 physical damage, then pushes them.*

*Attacks all characters on the node of character with the Aggro token for 4 physical damage.*

*Attacks the character with the Aggro token for 3 magical damage.*

# Boss Encounters

## Boss Basics

Boss encounters are the culmination of the party's exploration and advancement, a true test of the players' skills and readiness. Players often need to battle these bosses more than once, as bosses have a great deal more Health than other enemies as well as devastating attacks that can send the party back to the bonfire to rest.

There are two types of bosses in *Dark Souls™: The Board Game*—mini bosses and main bosses. They follow many of the same rules as other enemies, but there are also some key differences. Follow the standard rules for enemy encounters and enemy activations except as detailed below.

## Boss Data Cards

Dancer of the Boreal Valley
Unpredictable Onslaught:
After a heat up behaviour card is drawn and resolved, shuffle the Dancer's behaviour deck.
©BNEI / ©FS, Inc.

Boss data cards include some of the same information as enemy data cards, but they do not detail the boss's behaviour (p. 27). Each boss data card includes the following information:

1. Name
2. Threat Level
3. Behaviour Deck Size
4. Heat Up Point
5. Block and Resist Values
6. Special Ability
7. Encounter Levels
8. Starting Health
9. Mini or Main Boss Icon
10. Set Symbol

The **Threat Level**, **Block Value**, **Resist Value**, and **Starting Health** all function the same way they do on enemy data cards (see 'Enemy Data Cards', p. 20).

The **Behaviour Deck Size** and **Heat Up Point** are used with the behaviour cards (p. 27).

Each boss has a **Special Ability** that applies to its boss encounter. Between a boss's special ability and its unique behaviour cards, each boss encounter is different from the last.

The **Encounter Levels** determine the difficulty level of the encounter cards used leading up to that boss (see 'Initial Setup', p. 8).

# Behaviour Cards

Instead of behaviour icons on their data cards, bosses display a wide range of different behaviours during a boss encounter. Each behaviour card includes the following information:

1. Name
2. Attack Range
3. Dodge Difficulty
4. Heat Up Symbol
5. Behaviour Icons

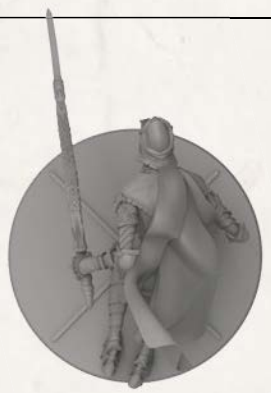
Bosses don't have a single **Attack Range** or **Dodge Value** like other enemies. Instead, each behaviour card has its own attack range and dodge value, representing how far the varied boss attacks can reach and how difficult they are to avoid.

Boss's behaviour cards have **behaviour icons** much like those found on enemy data cards. Bosses have some additional behaviour icons that are not found on other enemies (see 'Boss Movement' and 'Boss Attacks' on p. 29).

A few of a boss's behaviour cards have a **Heat Up symbol** identifying those cards as Heat Up cards. These powerful attacks are not used at the beginning of the encounter but come into play after the party has significantly damaged the boss (see 'Starting a Boss Encounter', p. 28). Boss behaviour cards that do not have a Heat Up symbol are starting behaviour cards. Those that do are Heat Up behaviour cards.

# Boss Arcs

The bases of boss models are different from those of other enemies. They have a large X on the base that separates the base into four distinct arcs—front, left, right, and back. These arcs are a key part of what makes boss encounters unique, and they add an extra layer of tactics to fighting against bosses.



*The Dancer of the Boreal Valley is facing the top of the page. Above her is her front arc, to her left is her left arc, to her right is her right arc, and behind her is her back arc.*

Bosses always directly face an adjacent node. For a model to directly face a node, the centre of the model's front arc must line up with the centre of that node. This splits the tile into four areas defined by the four arcs of the boss. Each node on the tile is in at least one of the four arcs. Nodes along the lines between arcs are in both arcs, such as the nodes indicated in the diagram below.

*The Dancer of the Boreal Valley is facing the Herald. The nodes with green highlighting are in her front arc, the nodes with purple highlighting are in her left arc, the nodes with blue highlighting are in her right arc, and the nodes with red highlighting are in her back arc.*

When characters are on the same node as a boss, they are placed in one of the four arcs. When a character moves onto the same node as a boss, the character must remain in the arc they were in before moving. If the character was in two arcs before moving, choose which of the two arcs to move into. Place the character touching the boss's base within that arc. Similarly, when a character moves off of a boss's node or is **pushed** off of a boss's node, the character must remain in the same arc. During a push, if there are no available nodes in that arc due to the tile's wall, the character can move to any adjacent node touching the wall instead.

When a character on a boss's node would move 1 node as part of a walk or run, they can instead choose to move around the boss to an adjacent arc. When a character chooses to dodge while on a boss's node, they can ignore the normal rules for boss arcs and instead move to any arc or onto any adjacent node.

*To move from the front arc to the back arc, the Knight spends 1 Stamina (0 to walk + 1 to run).*

Some boss attacks (p. 29) affect multiple nodes within an arc or leave the boss vulnerable in one or more arcs. When a character attacks a boss, look at the last attack icon on the behaviour card on the top of the discard pile. If the character is attacking a **weak arc**, the attack gains an additional black die.

Remember that a character can be in more than one arc if it is on a node along the arc line. This makes it easier to gain the weak arc bonus, but it also means the character will be targeted by attacks against either arc. Note that even if a character is attacking multiple weak arcs, they gain just one black die for attacking the boss in a weak arc.

*Normal Boss Arcs* *Attack Boss Arcs* *Weak Boss Arcs*

# Starting a Boss Encounter

Once the players choose to enter the Fog Gate, it's time for a boss encounter. There are two types of boss tile in Dark Souls The Board Game, a mini boss tile and a main boss tile. The mini boss tile can be identified by the mini boss spawn node located on it. The main boss tile can be identified by the main boss spawn node located on it.

When facing a mini boss, place just the mini boss tile on the table. When facing a main boss, place both the mini boss and main boss tiles down to create one large rectangular room. Place the character models on the entry nodes beside the door, remembering that a node cannot contain more than three models. Then place the Aggro token on one of the characters, and place the boss model on the Mini Boss Spawn node or Main Boss Spawn node, as appropriate.

The next part of setting up a boss encounter is creating the boss's behaviour deck as follows:

1. Separate the standard behaviour cards from the Heat Up behaviour cards.
2. Take a number of random standard behaviour cards equal to the behaviour deck size on the boss's data card for the behaviour deck. (Note that there are more behaviour cards than you will need. This allows boss encounters to be new each time you face them!)
3. Reveal one random card from the behaviour deck for each gravestone on a tile with a face-up encounter card.
4. Shuffle the behaviour deck and place it face down within easy reach.

At this point, the boss encounter is ready to begin.

When the boss's Health is reduced to its heat up point or below, however, the boss will **heat up**. Take one random Heat Up behaviour card and shuffle it into the behaviour deck. Note that players will now need to relearn the boss's attack pattern as well as having to face a powerful Heat Up card.

Some bosses have special rules on their boss data card which alter how the heat up functions, so be sure to check them before starting a boss fight.

# Ending a Boss Encounter

After the players defeat a mini boss encounter, place that boss's treasure cards in the inventory. Then reset the play area to begin additional exploration leading up to the main boss encounter (see 'Setup after the Mini Boss', p. 9).

When the party defeats the main boss, they win the game! The main bosses do have their own treasure cards, but these are used only in campaign play (see 'Campaigns Rules', p. 32).

# Boss Activations

## Overview

At the start of a boss's activation, flip over its next behaviour card and place it in a discard pile face up beside the behaviour deck. Bosses follow the icons on their behaviour cards from left to right as usual, but they have several icons (explained below) that are not found on other enemies. As with some equipment cards, some boss behaviour cards include the ever-dangerous Repeat icon, , which means the enemy will perform its *entire* behaviour multiple times when resolving that behaviour card.

When the boss behaviour deck is empty at the start of a boss's activation, pick up the discard pile and turn it face down *without* shuffling it to create the boss behaviour deck. Then combat continues normally. The boss's attack pattern will continue as it was in previous activations; by watching this pattern carefully, players can gain the edge they need to defeat the boss.

## Boss Attacks

Note that bosses do not turn when they make attacks. They only change facing during movement. This can lead to a boss's attack missing characters entirely depending on its range and the characters' positions.

A boss's attacks are resolved similarly to those of other enemies, but bosses have a unique and powerful icon unavailable to other enemies: the Area icon.

Some boss attacks target a specific character or node, but many of them target multiple nodes all at once. The **Area icon** indicates a multi-node attack. The arc diagram below the attack icon shows which arcs are affected. All characters on a node in one of those arcs within the range of the attack are targeted by the attack, and each character must separately roll Block, Resist, or Dodge.

## Boss Movement

When a boss moves towards a character, turn the boss so the centre of its front arc faces an adjacent node that is closer to the character. The boss then moves forward onto that node. When moving away from a character, turn the boss so the centre of its back arc faces an adjacent node that is farther from the character. The boss then backs up onto that node without changing its facing. When a boss moves towards a specific model on its own node, the boss turns instead of moving to a new node. Turn the boss so the centre of its front arc is facing that model.

Characters on the node with a boss do not move when the boss is turned.

When a boss moves onto a node that contains a character, place that character base-to-base with the boss at the centre of the arc that was facing the character before the boss moved. The character is then on the boss's node and is still in that arc.

When a boss moves, it can move in a direction without changing its facing. It simply shifts forwards, backwards, left, or right. It does not rotate when it does so, maintaining its arc orientations.

The **Turn icons** allow a boss to turn in place. Rotate the boss 90° to the left or right, according to the icon shown.

The **Rotate icon** also allows the boss to turn in place, making a full 180° turn.

The **Leap icon** allows a boss to move directly to its target. Remove the boss from the tile and place it on the node where its target is located. A leap's target can be the model with the Aggro token or the nearest character . There is no limit to how many nodes a boss can travel during a leap. The boss does not change its facing when it leaps, so keep all arc markings in the orientation they had before the leap was resolved.

All leaps also have the Push icon . During a leap, characters can be pushed onto any adjacent node. They are not considered to be in any particular arc as the boss comes crashing down on their heads.

# Boss Activation Example

## Stage 1

*The boss begins its activation and draws a behaviour card. The first icon on the card shows 2 movement towards the character with the Aggro token, and it has the Push icon.*

## Stage 2

*The boss is already facing its target, so it doesn't need to turn to face it. Now the boss begins its 2 movement towards the character with the Aggro token.*

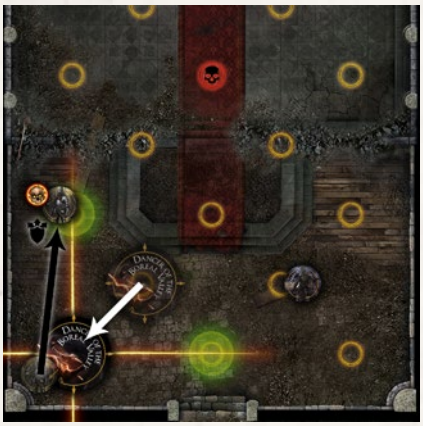
## Stage 3

*At the start of the movement, the boss pushes both characters on its node. Each character selects a node within the same arc and is pushed onto that node.*

## Stage 4

*After the push is resolved, the boss moves towards the model with the Aggro token. This causes the character with the Aggro token to be pushed again, onto the only node within the boss's front arc.*

## Stage 5



*The boss makes its final movement forwards. There is no node available for the character model to be pushed to, so it is pushed to an adjacent node along the wall instead.*

## Stage 6

*Now that the Movement icon is resolved, the second icon shows 7 damage at Range 1 to the nearest character, also with the Push icon. If the character chooses to dodge, they can move to any adjacent node. In this case, the character chooses to block and is pushed onto an adjacent node that is farther from the boss.*

# Post-Game Ritual

Whether basking in the glory of victory or writhing in the agony of defeat, after completing a game of *Dark Souls™: The Board Game*, players should return all cards to the proper decks. Be careful to keep encounter cards separated by level, treasure cards separated by type and class, and boss materials separated for each individual boss.

# Campaign Rules

## Introduction

Welcome to the *Dark Souls™* campaign. This is a supplementary rules set for *Dark Souls™: The Board Game* for those who wish to play through a more extensive *Dark Souls™* board game experience with a more gradual progression of character stats and equipment. This section explains how to set up a full campaign designed to last over multiple game sessions.

Campaign play within *Dark Souls™: The Board Game* revolves around various scenarios that mirror confrontations from the *Dark Souls™* video game series. Campaigns are meant to be played from start to finish in the recommended order, although they don't need to be played in a single session. Souls, sparks, equipment, and character levels gained will be kept for the whole campaign unless they are spent or lost during the play-through.

# Rules of the Campaign

Below are the rules specific to campaign play that differ from the rules for playing a non-campaign game of *Dark Souls™: The Board Game*. Other than these specific changes, follow the standard rules while playing a *Dark Souls™* campaign.

## Setup

The setup for *Dark Souls™* campaign scenarios is largely the same as for a standard game. Each section of a scenario has varying numbers of exploration tiles before boss encounters, however, based upon the length of exploration preceding the next boss battle in the *Dark Souls™* video game series. The quantity and difficulty of the encounters are found in the 'Campaign Scenarios Using the Core Set' section on p. 34.

It is also important to note that some exploration areas can contain two or more boss encounters instead of just one. Players do not gain additional spark tokens or reset the tiles until the final boss in an area has been defeated.

## Adding and Dropping Players

During campaign play, sometimes a new player would like to join the party part way through or an existing player is required to leave.

New players can join a campaign that is in progress at the cost of 1 spark each. The new player begins the game with starting character stats and equipment. The new maximum number of sparks is based on the new number of characters.

If a player character leaves the party, the party gains 1 spark, the character's equipment is added to the inventory, and the maximum number of sparks is changed to reflect the new number of characters.

## Dashing Through

The party has the option to **dash through** non-boss encounters. After entering a room with a face-down encounter card, the encounter begins normally by setting up the encounter and activating the enemies. Once all enemy behaviours have been resolved, the party may decide to dash through the encounter. Immediately place character models on the entry nodes of a tile connected to the current one.

No souls are rewarded for the encounter, and no Health is restored after the encounter; players leave all red cubes on their endurance bars. After dashing through an encounter, enemy models are removed from the tile, the encounter card is turned face down, and players will need to face the encounter (or dash through it) if they travel this way again.

## Sparks

- A group starts a campaign with the standard number of sparks (see 'Initial Setup', p. 8).
- Each time a mini boss, main boss, or mega boss is defeated, the party gains 1 spark instead of resetting the bonfire's sparks.
- The party may purchase additional sparks from the Firekeeper at a cost of 2 souls per character in the group, up to a maximum of the starting number of sparks. (For example, an additional spark for a group of three player characters would cost 6 souls, and they could have a maximum of 3 sparks.)

## Progressing through the Campaign

As you kill bosses, new bonfires are lit, opening up new areas to explore. The campaign ends when the party runs out of sparks or the final boss of the scenario is defeated.

## The Bonfire Tile

When purchasing treasure from Blacksmith Andre, the cost is increased to 2 souls per treasure card. Unwanted treasure cards that are not used can be sold back to Blacksmith Andre for 1 soul each. These treasures are discarded and cannot be found again during the campaign.

The costs to level up stats at the Firekeeper change to:

| | |
|---|---|
| Base to Tier 1 | 4 Souls |
| Tier 1 to Tier 2 | 8 Souls |
| Tier 2 to Tier 3 | 16 Souls |

Additionally, each stat on a character board can be upgraded to Tier 4 at a cost of 20 souls. The value of any stat at Tier 4 is considered to be 40.

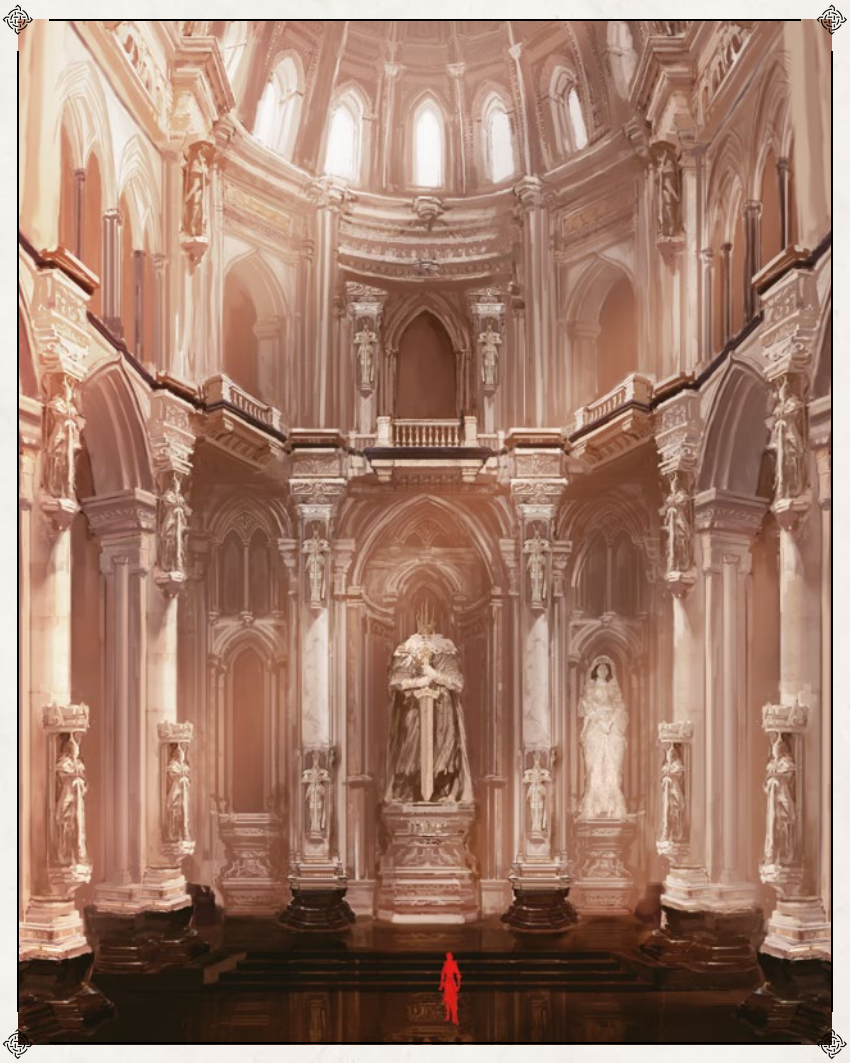
# The First Journey

## *Dark Souls™ 1*

*Although it is but your first journey, the path of the Chosen Undead is a most treacherous one, by no means simple. It will take you through the ruined streets and haunted watchtowers of the Undead Burg, over the old stone bridge to Sen's Fortress, and finally to the magnificent city of Anor Londo, seat of Gwyn, Lord of Sunlight.*

*This will not be an easy undertaking, and enemies will befall you at every step along the way. From your first moments inside the Undead Burg, you will be assailed by ranks of hollowed soldiers and mindless zombies, and your only reward for defeating them will be to face the gargoyles that stand vigil over the next destination on your path. If you prevail, you will find that the same is also true of Sen's Fortress, the ancient proving grounds of the gods, where mighty titanite demons roam endlessly amongst numerous traps and pitfalls.*

*Finally, if you should survive to reach Anor Londo, you must prepare for battle as never before. Awaiting you there are two of the mightiest opponents you ever might face: Dragon Slayer Ornstein and Executioner Smough. This will be your final challenge, but it will not be one you shall relish, for many Chosen Undead before you have fallen to them.*



## Section 1
## Undead Burg

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Gargoyle (Mini Boss)*
- Gargoyle (Mini Boss)*

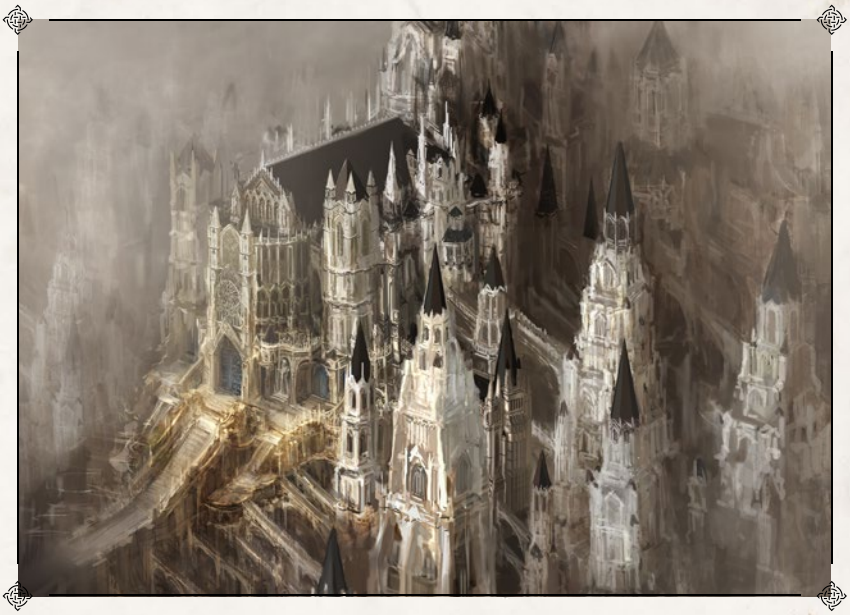
* The party receives the Gargoyles' treasure only if they defeat two Gargoyle boss encounters back-to-back. If they are defeated by the second Gargoyle, they must fight both Gargoyles after making their way back to the Fog Gate.

## Section 2
## Sen's Fortress

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Titanite Demon (Mini Boss)

## Section 3
## Anor Londo

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Ornstein & Smough (Main Boss)



# The Coiled Sword

## *Dark Souls™ 3*

*The Kingdom of Lothric is the beginning of the journey for all Ashen Ones, after the awakening of your kind by the tolling bells. It is here that you will receive the blessing of Iudex Gundyr and be passed the Coiled Sword, so that you may rekindle the bonfire and take the first steps along the path of your destiny.*

*Lothric was once a proud city, renowned to be noble and true, its knights and priests courageous and wise. Its ruler was King Oceiros, today known as the Consumed King, his madness the cause for the fall of this once-grand place. Now Lothric is ruled only by the undead, corpses that refuse to relinquish their hold over the world of the living, endlessly wandering the battlements and city walls and spilling into the streets of the Undead Settlement beyond.*

*The undead here are not alone, however, for amongst them can be found the corrupted guardians of old. The greatest and most deadly of their number are the powerful Winged Knights, their holy vows forgotten. These are joined by Outrider Knights from the Boreal Valley, driven to insanity by the Eyes of the Pontiff and now little more than mindless beasts. If you are to continue your journey into Lothric, you must defeat not only these poor, tortured souls, but also the most powerful denizen of the High Walls: the dreaded Dancer of the Boreal Valley.*

## Section 1
## High Wall of Lothric

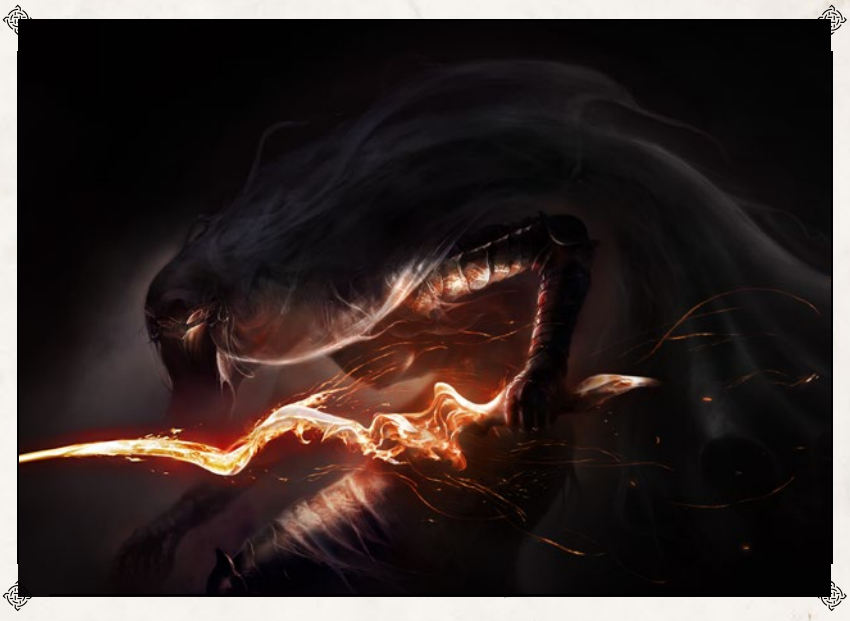
- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Winged Knight (Mini Boss)

## Section 2
## Undead Settlement

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Boreal Outrider Knight (Mini Boss)

## Section 3
## High Wall of Lothric

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Level 3 Encounter
- The Dancer of the Boreal Valley (Main Boss)



# Campaign Tracking Sheet

*Dark Souls™*: The Board Game

Scenario in Progress

Section Reached

Sparks Remaining

Souls in Cache

Encounters in Use

Player 1 Character & Name

Equipment

Heroic Action Ready

Luck Ready

Ember Token

Estus Ready

Player 2 Character & Name

Equipment

Heroic Action Ready

Luck Ready

Ember Token

Estus Ready

Player 3 Character & Name

Equipment

Heroic Action Ready

Luck Ready

Ember Token

Estus Ready

Player 4 Character & Name

Equipment

Heroic Action Ready

Luck Ready

Ember Token

Estus Ready

Inventory

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# Encounter Cards

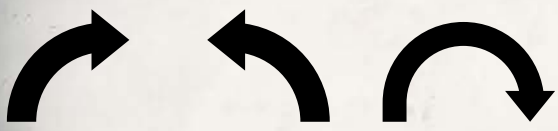
- Primary spawn node
- Secondary spawn node
- Primary terrain node
- Secondary terrain node
- Trapped encounter
- Encounter level 1
- Encounter level 2
- Encounter level 3
- Hollow Soldier
- Crossbow Hollow
- Large Hollow Soldier
- Silver Knight Swordsman
- Silver Knight Greatbowman
- Sentinel
- Treasure Chest
- Barrels
- Gravestone

# Enemy Statistics

- 6 — Threat
- 4 — Behaviour deck size
- Block (vs physical) 2 / 1 Resist (vs magic)
- 24 — Starting Health
- 12 — Heat Up Point

# Enemy Movement

- Deal damage while pushing (5)
- Push characters while moving
- Leap to specified character (either the nearest or the character with the Aggro token)
- Move towards the nearest character
- Move towards the character with the Aggro token
- Move number of nodes in indicated direction (1)



Turn 90° right — Turn 90° left — Turn around

# Enemy Attacks

- Attack the nearest character
- Attack the character with the Aggro token
- Push characters after attack
- Damage all characters on target node
- Damage all nodes in specified arcs
- Deal physical damage (6)

Neutral boss arc — Attack boss arc — Weak boss arc — Deal magical damage (6)

# Equipment Icons

- One-handed weapon
- Two-handed weapon
- Armour
- Upgrade slots
- Weapon upgrade
- Armour upgrade
- Block (vs physical)
- Resist (vs magic)

# Character Attacks

- 1 — Black dice
- 2 — Blue dice
- 3 — Orange dice
- 1 — Move indicated number of nodes in any direction
- Deal magical damage
- Damage all enemies on target node
- 0 — Shaft (can't attack at Range 0)
- Push affected enemies

# Other Icons

- 6 — Taunt
- 1 — Attack range
- 2 — Repeat behaviour or attack
- 3 — Dodge

# Conditions

- Bleed
- Frostbite
- Poison
- Stagger